

# Mists & Memory

## ARTIFICER PLAYBOOK

Name \_\_\_\_\_

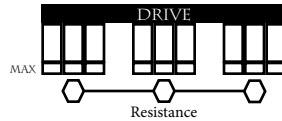
Agency \_\_\_\_\_

Why did you join the Agency? \_\_\_\_\_

Species \_\_\_\_\_

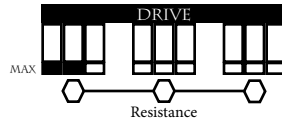
Species Specials \_\_\_\_\_

### NERVE



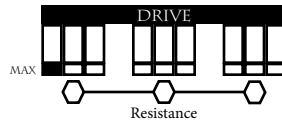
- ◇ MOVE ○ ○ ○ *run, dodge, navigate*
- ◇ STRIKE ○ ○ ○ *punch, break, knock down*
- ◇ CONTROL ○ ○ ○ *drive, shoot, finesse*

### CUNNING



- ◇ SWAY ○ ○ ○ *convince, command, consort*
- ◇ READ ○ ○ ○ *interpret body language, spot lies, gather motives*
- ◇ HIDE ○ ○ ○ *sneak, distract, sleight of hand*

### INTUITION



- ◆ SURVEY ● ● ○ *search, track, spot*
- ◇ FOCUS ● ● ○ *inspect, analyze, remember*
- ◇ CHANNEL ● ○ ○ *attune, cast, reveal*

Spheres of magic: technomancy and elemental energies

Burn a resistance to reroll a number of dice equal to your action rating or a consequence.

### EQUIPMENT

- design schematics
- fine weapon
- mechanic's tools
- laboratory equipment
- a blade or two
- a pistol
- medium armor ○ ○
- a crowbar
- a sledgehammer
- climbing gear
- a thaumaturgic crystal
- flashlight
- \_\_\_\_\_

### AUTOMATON

NERVE

CUNNING

INTUITION

You are a skilled technomancer who knows how to combine technology and magic. Your primary drive is Cunning, and your abilities are focused on practical applications of natural philosophy and magic.

### KEYS

Utilize Technomancy ◇ Study an Artifact ◇ Elucidate to Someone

### SCHOLAR ABILITIES

- **Mental Fortress:** When you should take a Brain mark, you may instead burn 1 Intuition resistance to soak it.
- **Focused Mind:** You are able to block out distractions when you study something. Add a number of dice equal to your current Intuition resistance to any **Focus** roll.
- **Well-Read:** You're highly educated and retain knowledge better than most. When you spend Intuition while making a roll, on a result of 3 or less, earn back any of the Intuition you spent.

### ARTIFICER ABILITIES

- **Automaton:** You have a Permanent Follower you invented by harnessing the latest in technomancy. Choose its appearance. This Follower has 1 drive in each category to assist the player. These drive points can be refreshed by the player's corresponding gilded dice instead of their own drive. The Follower is inactive for the rest of the scene if they were assisting when the character took a mark.
- **Right Tool for the Job:** Once per case, you can produce a useful mundane object you had with you all along. When you do, fill in the empty gear slot and write the object in the space. This does not count towards your gear limit.
- **Percussive Maintenance:** Sometimes, it just needs a good thump. When rolling **Focus** or **Strike** to deal with a mechanical obstacle, you may spend any drive. Additionally, you may spend 1 Intuition to repair any Automaton that is currently damaged during this scene.
- **Technobabble:** By spewing a stream of technical jargon to confuse and overwhelm, you may use **Focus** instead of **Sway**.
- **Grounded:** Mark off an equipment slot to utilize a small personal shielding device that shunts any electrical or magical energies to ground, soaking any marks that would have occurred. The shield is destroyed after a single use.
- **Alchemical Mixture:** You know how to mix chemicals together to achieve particular effects. When you take Laboratory Equipment as gear, you may spend a few minutes concocting a mixture that is: *acidic, explosive, flammable, loud, sleep-inducing, sticky, or toxic*. Creates three uses: ○ ○ ○

### BONUS DICE

• push yourself (burn 1-6 drive) • accept an assist (teammate spends 1 drive) • accept a Pact with the Powers  
No more than 6 dice can be rolled at a time

### TEAMWORK

• assist a teammate: pay 1 drive to give +1d • group action: everyone who wishes to roll, can  
• protect a teammate: take a consequence for them

### MARKS



Body



Brain



Bane

### SCARS



Body



Brain



Bane

### MEMORIES

◇ Death

◇ Family

◇ Friend

◇ Mentor

◇ Name

### RELATIONSHIPS

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### NOTES

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